

RUSTY LEAGUE RULE BOOK

Rusty League Web Site: <http://www.rusty-league.net/>

The all-in-one website where you do all the stuffs like creating your team's lineups, checking out schedules and results, placing players on transfer list, making bids in auctions, communicating with other managers through chat-room or personal messaging, reading or contributing to the league newspaper etc.

[Part A] OUTLINE OF THE GAME

[A 1.0] Short History

Rusty League is based on the successful Play by Email concept and started in 2003. It is free to play. Each player in the game (manager) takes control of a football team and competes against other managers to win the league championship and cup competitions.

[A 1.1] Season - Overview

Each manager coaches a soccer club. A season consists of one league match per team every week. Certain weeks may have additional cup matches which are usually played in the mid-week. The fixture schedule will be published at the beginning of the season.

In all league matches, one club is designated as the "home team" and the other club is designated as the "visiting team". The game is governed by a commissioner.

Each manager submits lineup order for each match, and the commissioner then resolves the matches using the software which determines the scores and the effects of the session on each manager's club.

[A 1.2] No Replaying of Matches

At times, the commissioner may make changes in the game to maintain the spirit and playability. He will not break the rules lightly, but will do so when needed to maintain overall fairness and consistency.

Keep in mind that the commissioners "can" make mistakes sometimes. However, we will not replay ANY single match for any reason, PERIOD! If a mistake is made where a simple CP or monetary adjustment is required, those can easily be fixed, just point them out via email (do it nicely). If a mistake is made that affects your lineup, the match will not be replayed. The result will stand, but hopefully the reason for the mistake can be identified to prevent it from reoccurring. The software will do weird things sometimes too, but it does not play favorites. If software problems are identified let the commissioner know so the problem can be fixed.

[A 1.3] Taking a Break

If you will be unavailable to run your team for an extended period of time, you can send in orders ahead of time, enough sets to cover your entire absence. If that is not reasonable, you can also find a friend to take over your team during your vacation.

The Commish may also provide a work colleague to run a vacant team in the short term if sufficient notice is given.

[Part B] CLUBS

[B 1.0] Club Features

Each club has a name, a stadium, a fan base, a bank account, a number of "coaching points" (CPs), a youth academy and a roster squad of more than 20 players.

[B 1.1] Club Names

It can be any real life club or just a club of fantasy. Once a club name is selected and the season gets underway, the club name cannot be changed except when a new manager takes over that club and wishes to change the name in between the seasons. This is to build a sense of club history.

[B 1.2] Stadium

Each club will have a stadium where they play their home matches. The stadium will have a name and a size.

[B 1.2.0] Stadium Name

It can be any real life stadium or just a name of fantasy. Once a stadium name is selected and the season gets underway, it cannot be changed except when a new manager takes over that club and wishes to change the name in between the seasons. This is to build a sense of club history.

[B 1.2.1] Stadium Size

All teams in Division I start with a stadium capacity of 25,000.

Clubs will have the option to expand the capacity of their stadium in between seasons. The cost for expansion is as follows:

5,000 seats	500 k
10,000 seats	1500 k
15,000 seats	3000 k

While these costs for expansion are a one-time payment, clubs will also need to pay maintenance cost for their stadium every season. The maintenance cost of a stadium is: **1 \$ per seat per week**. So with a 25,000 capacity stadium, the maintenance cost is 25,000 (25 k) every week of the season.

[B 1.3] Fan Base

Each club will have home and away fan base i.e. people who will always be there to watch their club play. The size of the fan base is the most important factor that determines the attendance in a club's matches.

All teams in Division I start with a home fan base of 15,000 and an away fan base of 5,000 while teams in Division II start with a home fan base of 10,000 and an away fan base of 2,500.

However a team's fan bases changes between seasons depending upon the team's showing the previous season.

Changes for Division I teams:

League Finish	Home fan-base	Away fan-base
1	+2000	+200
2	+1500	+150
3	+1000	+100
4	+500	+50
5	No Change	
6		
7	-500	-50
8	-1000	-100
9	-1500	-150
10	-2000	-200

[B 1.4] Club Finances

The monetary unit used in Rusty League is dollar (\$). 'K' added at the end of monetary figures means figure in thousand. Thus 100 k would mean one-hundred thousand dollars.

It is the responsibility of the manager to oversee all the financial functioning of the club. As success of the club on the pitch and financial success are co-related, it should form vital part of a manager's strategy-both short term and long term. Healthy budgeting is one of the key-stones for success in Rusty League and a manager should be clear beforehand about all the likely incomes and expenses of the club during a season, and make financial-strategy accordingly.

The main sources of income of a club are:

- Ticket revenue from matches
- Press earnings
- Trade

The main expenses of a club are:

- Wages paid to the players
- Stadium maintenance
- Extra-CP slot used during matches
- Auctions
- Trade
- CP purchase in between seasons
- Cost for setting up Youth Academy (again to be paid in between seasons)

[B 1.4.0] Ticket Revenue

It is the main source of income for the clubs in Rusty League. The ticket revenue for a match is determined by the **attendance** for the match and the **ticket price**.

For league matches, the home team gets 60% of the total ticket revenue while the away team gets 40% of the revenue.

For Cup games at neutral venues, the two teams divide the ticket revenue equally.

[B 1.4.0.a] Match Attendance

The home team draws

$$HFactor + (Qual * Qfactor) + (Pos * PosFactor) + (Size * SizeFactor)$$

The away team draws

$$AFactor + ((Qual * Qfactor) + (Pos * PosFactor) + (Size * SizeFactor))/4)$$

Add them together, plus a random little extra between 0-350. and cap by stadium size.

Then multiply by ticket price.

The various factors that determine the attendance and are part of the above formula are described one by one below:

Home and Away Factors (HFactor & AFactor)

These are determined by the home and away fan base of the two teams involved.

SEE SECTION [B 1.3] FOR DETAILS ON FAN BASE

Quality of Clubs (Qual) & Quality Factor (QFactor)

It is the relative 'quality' of the teams within each division and is measured in the scale of 1-10. All teams start with a Quality of 5 in all divisions.

The Quality of a team is adjusted in between seasons as follows:

+1 if team finishes in top half of their division

-1 if team finishes in bottom half of their division

QFactor is a constant and determines how important the quality of club is in determining the attendance. It is set at 50.

League Position (Pos) and PosFactor

It is the league position on the club and gets updated with every match in the season. So higher placed teams have better chance of bringing in the crowds than lower placed ones.

PosFactor is a constant and determines how important the league position of club is in determining the attendance. It is set at 6.8.

Size of Clubs (Size) & Size Factor (SizeFactor)

It is the relative 'quality' of the teams in the entire league across all divisions and is measured in the scale of 1-20. All teams in Division I start with a Size of 12 and Division II start with a Size of 9.

The Size of a team is adjusted in between seasons as follows:

+1 if team finishes in top 3 of their division

-1 if team finishes in bottom 3 of their division

No changes for the rest of the teams

SizeFactor is a constant and determines how important the size of club is in determining the attendance. It is set at 25.

Stadium Size

The maximum the home team's stadium can hold. If the attendance for a match, calculated as above, exceeds this, the attendance is capped by this. **SEE SECTION [B 1.2] FOR DETAILS ON STADIUMS**

[B 1.4.0.b] Ticket Price

The ticket price is set at 30\$.

[B 1.4.1] Press Earnings

Managers can earn extra money by participating in the BLOG and also by contributing press releases/articles to the League e-magazine named ONSIDE. Depending on the participation on the Blog & ONSIDE, a team can earn from up to 25 K per week.

Press might include a review of recent games played, your plans for team rebuilding, some healthy joking around with other teams, issuing threats, making predictions or perhaps "blowing your own horn". Spirited press is strongly encouraged, the content of press should remain clean and sportsmanlike and within the bounds of good taste. The interpretation of this rule shall be made by the commissioner. The bottom line here is do not write something if it remotely fits the inappropriate criteria.

There is a request to submit a minimum of 2 press releases during league season. The league is likely more fun for all with active managers.

[B 1.4.2] Player Wages

This is the most significant expense of a club during the season. Each week the club needs to pay certain wage to all its players.

The amount of wage to be paid to a player every week is given by the following formulae:

For Goalkeepers:

$$\text{Wage} = St \times St \times (St + 3) \times 6$$

(Where St is the “shot-stopping skill level)

For all other outfield players:

$$\text{Wage} = [\text{main skill} \times \text{main skill} \times (\text{main skill} + 3) \times 6] + [\text{secondary skill} \times \text{secondary skill} \times \text{main skill} \times 5] + [\text{tertiary skill} \times \text{tertiary skill} \times \text{secondary skill} \times 5]$$

NOTE: The rough value of a player is calculated as (Wage X 85). However this is just a rough guide, and the actual value is affected by various other criteria must notably the age of the player.

[B 1.4.3] Stadium Maintenance Cost

While the cost for expansion of club stadium is a one-time payment, clubs will also need to pay maintenance cost for their stadium every season. The maintenance cost of a stadium is: **1 \$ per seat per week**. So with a 25,000 capacity stadium, the maintenance cost is 25,000 (25 k) every week of the season.

[B 1.4.4] Extra-CP slot used during matches

There are four CP slots that can be used in a match. The slots to be used in a match are selected while making the team-sheet from the Online TeamSheet Creator. While one slot can be used for free in each match, it will cost 25k for every extra slot used in the match. So if you use all four slots in a match it will cost you 75 k (one free; rest three at 25k each).

SEE SECTION [B 2.0] FOR DETAILS ON COACHING POINTS

[B 1.4.5] Auction

Auctions are run periodically and clubs may bid for the players/resources placed in the Auction.

SEE SECTION [E 2.0] FOR DETAILS ON AUCTION

[B 1.4.6] Trade

Trading of players and resources is possible between the clubs and this may form a significant income or expense for the club during as well as in between the seasons.

SEE SECTION [E 4.0] FOR DETAILS ON TRANSFER AND TRADING

[B 1.4.7] CP purchase in between seasons

Clubs need to buy CPs in between seasons. Since CPs cannot be bought once the season starts (except from Auctions and trades), healthy budgeting and planning ahead helps to acquire the right number of CPs and set you on your way of developing your team the way you want.

SEE SECTION [B 2.0] FOR DETAILS ON COACHING POINTS

[B 1.4.8] Cost for setting up Youth Academy

Before the start of each new season, a club will need to decide on setting up a Youth Academy for the season ahead. The cost of setting up such a Youth Academy depending upon the rating is given below:

Rating	Setting Cost
*	250 k
**	750 k
***	1250 k

SEE SECTION [B 3.0] FOR DETAILS ON YOUTH ACADEMY

[B 2.0] Coaching Points (CPs)

CPs are spent to increase the skill level of players. The effect from coaching is an increase of selected skill level by 1 for that player, which takes effect at the END of the match (provided that player has played 45 minutes in the match).

The number of CPs needed to increase a particular skill level is the new skill level the player will achieve. For eg a player with tackling skill level (Tk) of 12 will need 13 CPs to increase his Tk by 1. Similarly a player with passing skill level (Ps) of 19 will need 20 CPs to increase his Ps by 1.

A club may elect to coach more than once per match (if the CPs are available) at a cost of 25K per additional coaching.

Subs can be coached as any other player can, provided they meet the requirements above. No player can be coached in one particular skill more than 5 times in a season (this is reflected in the Points Used (PU) field on the rosters); however they CAN be coached more than once in a multi-matches week (BUT ONLY ONCE IN A GIVEN MATCH).

There are four CP slots that can be used in a match. The slots to be used in a match are selected while making the lineup from the Online Lineup Creator. While one slot can be used for free in each match, it

will cost 25k for every extra slot used in the match. So if you use all four slots in a match it will cost you 75 k (one free; rest three at 25k each).

To obtain CPs, a club must purchase them at the beginning of each season (note that 250 CP is the maximum for a CP purchase).

Coaching Points are bought in blocks at the start of a season only. The costs are described in the following table:

No. of CPs	Cost	Cost per CP
100	250	2.5
125	325	2.6
150	425	2.83
175	575	3.29
200	750	3.75
225	1000	4.44
250	1500	6.00

Note: a club cannot buy more CPs once the season is under way (except if CP is offered in the auction/trade).

[B 3.0] Youth Academy

A club also has the option of setting up a Youth Academy before the start of each new season.

The purpose of Youth Academy is to enhance the abilities of youth players (players aged 1) in the team. Every week, these youth players in the team get certain amount of fixed as well as random ability points added to their primary, secondary and tertiary skills. Over time, these ability points accumulate and on reaching 1000 ability points for a particular skill, that skill level increases by 1.

The amount of ability points added to different skills depends upon the rating of the Youth Academy the club has set up.

Rating	Pcons	Prand	Scons	Srand	Tcons	Trand
*	56	84	28	42	21	21
**	84	112	42	56	28	28
***	112	167	56	88	44	44

Where,

Pcons is the constant ability points added every week to the player's primary skill

Prand is the maximum ability points added randomly every week to the player's primary skill

Scons is the constant ability points added every week to the player's secondary skill

Srand is the maximum ability points added randomly every week to the player's secondary skill

Tcons is the constant ability points added every week to the player's tertiary skill

Trand is the maximum ability points added randomly every week to the player's tertiary skill

Before the start of each new season, a club will need to decide on setting up a Youth Academy for the season ahead. The cost of setting up such a Youth Academy depending upon the rating is given below:

Rating	Setting Cost
*	250 k
**	750 k
***	1250 k

[B 4.0] Rosters

Each team has a roster squad of more than 20 players. **SEE NEXT SECTION**

Keeping a Large Squad

It is highly recommended for each manager to keep a large squad of players (30-player maximum) as players can get injured or suspended for several games or weeks.

Also, players' fitness level declines for every match played making it impossible to field the same players week in and out.

Having a small squad can cause you a lot of trouble in running your team. However, too large of a squad will hurt your income because of high total salaries. So a balance is needed (somewhere between 23 and 27 is ideal).

[Part C] PLAYERS

[C 1.0] Rosters and players

If you look at a roster of a team, you will see a header and a list of players. The header and a line for some player look like this:

Player Details				Skill Levels												Availability	Season Stats														Contract	
				Shot Stopping			Tackling			Passing			Shooting																			
Name	Age	Nat	Agg	St	KAb	PU	Tk	TA	PU	Ps	PA	PU	Sh	SA	PU	Inj	Sus	Fitness	Gms	Sub	Min	MOM	Saves	Conc	KTk	KPs	Shots	Asst	Goals	DP	Wage	Value
U_Edrof	3	SAF	35	17	38		4	300		1	300		1	300		0	0	100	0	0	0	0	0	0	0	0	0	0	0	0	34680	2950000
B_Ebtobe	2	USA	23	11	208	2	4	300		1	300		1	300		0	0	100	21	0	1616	0	96	46	0	0	0	0	0	0	10164	860000
C_Obso	5	ARG	34	1	300		16	582		5	577		1	279		0	0	86	12	3	654	0	0	0	13	9	2	1	0	18	31209	2650000

The structure of a player's description is as follows:

Name: The player's name. It is advised not to give players names longer than 12 characters. The name must consist of contiguous non-whitespace characters - spaces in names are forbidden ('_' is frequently used instead).

Age: The player's age. **SEE SECTION [C 4.0] FOR DETAILS**

Nat: The player's nationality - a 3 letter abbreviation. (In our example, 'ARG' represents Argentina).

Agg: Aggression - how aggressive the player is.

St: Shot stopping skill - how well the player performs between the posts (how good a Goalkeeper he is).

Tk: Tackling skill - how well the player tackles, important for defensive players.

Ps: Passing skill - how well the player passes, important for midfield players.

Sh: Shooting skill - how well the player shoots to goal, important for offensive players.

KAb, TAb, PAb, SAb: Shot stopping, Tackling, Passing, and Shooting Abilities - the player's ability in each of the 4 main skills. **SEE SECTION [C 3.0] FOR DETAILS**

PU: Points Used – shows the number of times the player has been coached in a particular skill in the season. A player cannot be coached in one particular skill for more than 5 times in a season.

The following are ``statistics" - they may be reset for each new league season, and in general represent some ``state" of the player in the league, opposed to the attributes that stick with the player.

Inj: Injury - for how many *weeks* is the player currently injured.

Sus: Suspension - for how many *games* is the player currently suspended.

Fit: Fitness - on a scale of 1 - 100, how fit the player is to play in the next game. **SEE SECTION [C 6.0] FOR DETAILS**

Gam: Games - how many games the player played so far in the league.

Sub: Substitute Appearance – how many games the player has come as a substitute.

Min: Minutes – how many minutes the player played so far in the league.

Mom: Man of the Match – how many times the player has won Man of the Match so far in the league.

Sav: Saves - the amount of saves the player has made while playing as a Goalkeeper.

Conc: Conceded - how many goals the player has conceded while playing as a Goalkeeper.

Ktk: Key tackles - how many important (goal saving) tackles the player has made.

Kps: Key passes - how many important (leading to a scoring opportunity) passes the player has made.

Sht: Shots - how many shots at the opponent's goal the player has made.

Gls: Goals - how many goals the player has scored.

Ass: Assisted - how many goals the player has assisted.

DP: Disciplinary Points - how many disciplinary points has the player accumulated. **SEE SECTION [C 8.0] FOR DETAILS**

[C 2.0] Player positions

Unlike in other games, a player in Rusty League doesn't have a pre-defined position. A player has a set of skills which makes him more suitable on some positions than on others - it is up to his manager to decide on which position to play him. The positions in Rusty League are:

* **GK - goalkeeper.** The solitary guardian-angel of your team's goal. Players with high St (Shot stopping) skills are good GKs.

* **DF - defender.** DFs are the major line of defense of your team. They usually tackle most of the opponent's attacks. Players play best as DFs when their Tk (Tackling) skill is high.

* **DM - defensive midfielder.** DMs balance between defense and midfield. They help protect your goal, but they also take their chances in advancing and feeding the attackers with vital passes. Players play best as DMs when they have good Tk and Ps (Passing) skills.

* **MF - midfielder.** MFs are the main link between your defense and offense. Players with a high Ps skill are good midfielders.

* **AM - attacking midfielder.** AMs are up there in the offense, trying to score goals and support the forwards. Players play best as AMs when they have good Ps and Sh (Shooting) skills.

* **FW - forward.** The major fire-power of your team. FW are fed with passes from your midfield and score goals. Players function best as FWs when their Sh skill is high.

[C 3.0] Skills and Abilities

As you have already learned, there are four major skills - St (Shot stopping), Tk (Tackling), Ps (Passing) and Sh (Shooting). These skills have the biggest effect on how players play, and on which positions they perform best. It would be boring, however, if the skills of players were constant throughout their career and it wouldn't reflect what happens in real soccer. For this reason, there is the concept of Abilities.

An ability is means for a player to improve his skill over time. Each player has an ability rating (a number between 1 and 1000) for each of the major skills (KAb, TAb, PAb, SAb). The ability is affected by the player's performance in each game.

Eventually, abilities cause skill increases or decreases. If the ability of a player reaches 1000, he receives a skill increase. If a player's ability reaches 0, he will receive a skill decrease.

For example, once a certain player's PAb (Passing ability) reaches 1000, it is reset and his Ps skill raises by one point. The same happens with decreases. This makes players dynamic - they usually improve over time, especially if they perform well - just like real players do.

There are many conditions for a player's ability being increased or decreased during the game.

Below is the list of "events" for which ability is changed:

Goal: A player will get an ability increase for each scored goal.

Assist: A player will get an ability increase for each goal he assisted.

Ktk, Kps, Sht: A player will get an ability increase for each key tackle, key pass, or shot he will make.

Save: The goalkeeper will receive ability points for each save that he makes in the game.

Clean sheet: If a team doesn't concede a goal during the game, the goalkeeper and one of the defenders will receive an ability increase. If the goalkeeper was substituted during the game, the goalkeeper who played more will get the ability increase. The defender will be randomly chosen.

Victory: If a club wins the match, two of its players will be given an ability increase. The two players are chosen randomly.

If a club loses a match, two of its players lose ability points. These players are chosen randomly.

Bookings: Players will get ability decreases for yellow and red cards.

The different ability points are as follows:

Goal = +70	Key tackle = +20	Save = +10	Yellow Card = -10
Assist = +72	Key pass = +10	Own Goal = -15	Red Card = -20
Victory = +25	Shot on = +10	Defeat = -15	
Clean Sheet = +70	Shot off = +3	Goal Conceded = -6	

[C 3.1] Player's Raw Skills during the Game

Each player has 4 different skills (St, Tk, Ps and Sh). These are his "raw skills", and he will not always play with the same skill in a match.

An "actual skill", is the player's raw skill after some mathematical operations, which depend on tactics and player's fatigue during the match.

A player that plays as a defender will never use his full shooting potential, as being a defender, he will get few opportunities to score. It also depends on the tactic of the team, but it can be generally said that the full raw skill of the player will be preserved only if the player plays at a suitable position.

For example if a player with Tk2, Ps4, and Sh10 playing in defense will have a defensive skill of 2 (it also depends on the tactic), but his actual Ps and Sh will be less than the raw values. Therefore, a player with skills Tk4, Ps3, and Sh3 will be more efficient as a defender, despite being a generally worse player than the first one.

Players with more than one high skill will be extremely useful, as they will be able to perform well at several positions.

[C 4.0] Age and Aging

Each player has an age, which is an integer greater than or equal to one. At the end of each season, each player's age increases by one.

Each player loses Skill Level (SL) as he grows older. This loss depends on his age as indicated in the following table:

SL	1	2	3	4	5	6	7	8	9	10-14	15-19	20-23	24-26	27-29	30+
Age															
1	0	0	0	0	0	0	0	0	0	0	1	2	3	4	5
2	0	0	0	0	0	0	0	0	0	1	2	3	4	5	6
3	1	1	1	1	1	1	1	1	1	2	3	4	5	6	7
4	1	1	1	1	1	2	2	2	2	3	4	5	6	7	8
5	1	1	1	1	2	2	2	3	3	4	5	6	7	8	9
6	1	1	1	2	2	2	3	3	4	5	6	7	8	9	10
7	1	1	2	2	3	3	4	4	5	6	7	8	9	10	11
8+	1	2	2	3	3	4	4	5	6	7	8	9	10	11	12

[C 5.0] Aggression

Each player has an aggression level. The aggression is a number, which ranges from 1 to 100 (but 35 is about average) and fluctuates only slightly in between seasons:

During the match, the program calculates the total aggression of a team each minute.

The total aggression has two sides:

On one hand, it adds the club some aspect of "more will to play" and the more aggressive club plays better than the less aggressive team, however the difference is very small.

On the other hand, the more aggressive side will make more fouls, which may result in penalties and bookings for its players.

Generally, the aggression is a "negative" skill of the player and a club. However, this is much less significant than the 4 skills of the player.

[C 6.0] Fitness

While playing, a player gets tired. For each minute he plays, a small amount of fatigue adds up, and this makes a player generally less effective over time. The difference is not great, but it is certainly advantageous to substitute players to bring some fresh wind into your team's sails.

The players' fitness rating is a number between 1 and 100 (100 means the player is 100% fit, etc). On each minute he plays, the player's fitness goes down a little bit, and as such his skill stats get multiplied by 0.996 every minute. Thus at the end of 45 minutes, the player is playing at around $(0.996^{45}) \sim 83.5\%$ of his skill stats. And at the end of 90 minutes he is playing at around $(0.996^{90}) \sim 69.7\%$ of his skill stats.

Between games, some amount of fitness ($\sim 28\text{-}30\%$ of the fitness at the end of the match) is added to each player. However if the fitness at the end of a match is below 50, a constant fitness of 15 is added.

[C 7.0] Injuries

During the match, there is always a chance that a player will get injured. If a player gets injured, the program will substitute him for another player on his position from the bench.

If there is not a player at his position on the bench, the program will find another substitute for the player. If by the time the injury occurred the team already had 3 substitutions, the player will leave the field and the team will remain with one player less.

The number of weeks the player can not play will appear in the "Inj" column of the player.

[C 8.0] Fouls, Bookings, and Disciplinary Points

During the match, each club usually makes a lot of fouls; most of them are insignificant and just stop the attack of the opponent. The program takes care only of the "serious" fouls, which deserve a warning or a card shown to the player.

For some of the fouls the players will receive yellow cards. Two yellow cards in the same game or a red card shown to the player cause his sending off the pitch, and will leave his side with one player less.

If a goalkeeper gets a red card, the program will automatically replace him with the most suitable player, which will cause a player less in another part of the field.

Disciplinary points: A player receives 4 DP for yellow cards and 10 DP for red cards. For every 10 DPs, the player gets suspended for 1 match. The "Sus" column in the team roster shows how many matches each player is currently suspended.

[Part D] TEAM-SHEETS AND ORDERS

Each manager has to create a "team-sheet" for each game. The team-sheet includes the list of players and subs for the game, and different "conditional orders" to the program, explaining how to manage the team in different situations.

These team-sheets are created using the Online TeamSheet Creator in the website.

[D 1.0] Structure of a Team Sheet

A manager submits a Team-Sheet for his team before each game and has the following details.

[D 1.0.1] Match No

[D 1.0.2] Tactic

The tactic your team starts the game with. You can give orders to change the tactic later in the game.

[D 1.0.3] Opening squad

List of the 11 players that start the game and their positions.

[D 1.0.4] Substitutes

List of 5 players on the bench.

Position should also be specified for these players, as it will help in automatic substitutions. If your defender gets injured, you'd want the program to substitute another defender for it, rather than a forward.

[D 1.0.5] Penalty kick taker

The primary penalty shooter of your team. If this player gets injured/suspended/substituted, the program will find another player to take the shots.

[D 1.0.6] Player numbering

After you've specified all your team's players for the game, you can refer to them in the orders by their numbers. The numbers start with 1 for the goalkeeper and up to the last sub. For example, 11 is the last player in the opening squad, 12 is the first sub, and so on.

[D 1.0.7] Aggression

Aggression your team starts the game with. You can give orders to change the aggression later in the game.

[D 1.0.8] Coaching Slot

The player to be coached in the match in the selected skill. A maximum of 4 players can be selected.

[D 1.0.9] Conditional Orders

The conditionals are orders to the program, telling it what to do in different cases of the game. The conditionals depend on the minute and/or the score of the game. The conditional orders are as follows: Change the tactic, substitute one player for another, change the position of a specific player and change the team aggression.

READ ON FOR DETAILS ON CONDITIONAL ORDERS; OTHERWISE SKIP TO NEXT SECTION [D 2.0]

Each order consists of an action (what to do) and a group of conditions (when to do it).

The program will execute an order if all the conditions for it are satisfied.

The actions available are:

*** TACTIC [new tactic]**

Orders the program to change your team's tactic to [new tactic].

*** CHANGEPOS [name/number/position] [new position]**

Tells the program to change the position of a certain player. You can refer to a player by his name, number or by a position. If a position is specified, the program finds the worst player on this position (worst - meaning with the lowest relevant skill, for example Ps for midfielders).

*** SUB [name/number/position out] [name/number in] [new position]**

Substitutes a player. Takes a name, number or a position of a player to take out, just like CHANGEPOS. Additionally, takes the name or number of a player to bring in, and the position he'll play.

*** CHANGEAGG [new aggression]**

Orders the program to change your team's aggression to [new aggression]].

The actions should also include at least one condition. In general, several conditions can be given. The conditions are:

*** IF TIME [sign] [minute]**

If the game is now before, at, or after a certain minute. The allowed signs are =, <, >, <= and >= with their usual mathematical meanings.

*** IF GOAL DIFFERENCE [sign] [score]**

Specifies the goal difference between your team and the opponent's team. A positive goal difference means you lead, a negative means the opponent leads. For example 2 means you lead by 2 goals (e.g.

the score is 2-0, 3-1, 4-2 and so on). Similarly, -2 means that you lose by 2 goals. The sign has the same meaning as in the MIN condition.

*** IF SHOTS [sign] [score]**

Specifies the difference between the total shots for your team and the opponent.

*** IF YELLOW [position/name/number]**

If the player got a yellow card. If a position is given, any player on this position counts. That is, for MF - if any midfielder got a yellow card.

*** IF RED [position/name/number]**

Similar to the previous condition, but with a red and not a yellow card.

*** IF INJ [position/name/number]**

Similar to the previous condition, but with an injury instead of a card.

To make things clearer, here are some sample orders with explanations:

TACTIC A IF MIN \geq 45, SCORE \leq -1

Tells the program to change the tactic to attacking if it is later than the 45th minute and your team is losing by one or more goals.

TACTIC A IF MIN \Rightarrow 45, SCORE \leq -1, SCORE $>$ -4

Tells the program to change the tactic to attacking if it is later than the 45th minute and your team is losing by one or more, but less than 4 goals.

CHANGEPOS J_Doe MF IF MIN \leq 20, SCORE \geq 1

Changes the position of J_Doe to MF if it's earlier than the 20th minute and your team leads by one goal or more.

SUB MF 12 DF IF MIN = 60, SCORE \Rightarrow 1

Substitutes the worst MF of your team for player 12 (that will play DF) if you are leading by one goal or more on the 60th minute.

CHANGEPOS FW MF IF RED MF, MIN \geq 50

Changes the position of the worst FW of your team to MF if some MF got a red card after the 50th minute.

[D 2.0] Team Tactics

Each manager may choose a tactic for his team for a game. The tactic can be changed during the game by suitable instructions in the team sheets.

This is the listing of possible tactics:

N: Normal

No specific style of play, just normal game, trying to use all parts of the team in the most suitable way.

D: Defensive

Focusing more on the defence. D is hard to score against, but won't create many opportunities either, it is the most defensive tactic. Midfielders and even forwards will pay more attention to the defence.

A: Attacking

The most offensive tactic. The players try to score as much as possible, by that almost neglecting the defence. Midfielders try to score more frequently and the defenders involve more in the attack.

P: Passing

The team tries to move the ball quickly using a lot of passes, even when they are not really needed. More players try to help in the midfield to create slow but efficient opportunities. This tactic is more offensive than Normal but least offensive than Attacking.

C: Counter Attack

The players concentrate on the defence, while the forwards are waiting for counter-opportunities. This tactic is more defensive than Normal but not as defensive as the Defensive tactic.

L: Long Ball

The most intriguing and unexpected tactic. Can easily win a game with some circumstances, and completely fail with other. The midfield is almost insignificant, as the team tries to defend and reach the forwards with long balls. Thus, this tactic is especially useful for teams with weak midfielders, and against some tactics/formations can prove to be a lethal weapon.

E: European

A combination of a few of the above tactics. The team needs to have versatility throughout the lineup to play a mixture of styles as the situation requires.

Note: Each tactic (except Normal) has some bonuses against some other tactics, which makes the decisions more complicated and challenging.

This is summarized in the following table:

Tactic	Bonus Against	Bonus Type
N	-	-
D	L , P	Defense , Defense
A	D, E	Attack, Attack
P	L, C	Midfield, Midfield
C	A, E	Attack, Attack
L	C, A	Attack, Defense
E	D, P	Attack, Attack

As you can see, the bonuses are quite convoluted. Bonuses are not a provision for victory, of course, but they make tactic-picking more interesting. Just like in real life, it may help if you have a general idea of what tactic your opponent is going to use.

NOTE: IF YOU WANT TO SEE THE EXACT MULTIPLIERS FOR DIFFERENT TACTICS AS WELL AS DIFFERENT BONUSES, CHECK OUT THE WEBSITE OR REQUEST THE COMMISSIONER

[D 3.0] Team Formation

You don't specify a formation in the lineup - you specify the positions your players play in. The formation is simply the number of DF's, DM's, MF's AM's and FW's, so it is clear that a team with 3 defenders, 4 midfielders and 3 forwards plays a 3-4-3 formation.

Restrictions in the Lineup

Restrictions on GKs: There must be exactly one GK

Restrictions on DFs and MFs: You must play between 2 and 5 DF and MF players at all times

Restrictions on DMs: There may be at most 3 DM players at one time.

Restrictions on AMs: There may be at most 3 AM players at one time.

Restrictions on FWs: You must play between 1 and 4 FW players at all times

Restrictions on Substitutions: 5 players listed on the bench, and 3 substitutions allowed per game.

[D 4.0] Policy on NMR (No Moves Received):

A team that does not send in team-sheet by the posted deadline or notifies the commissioner beforehand is considered NMR. If your team is in NMR status for a given match, an automatically created lineup will be used for the match. Such teams will play with T tactics which is similar to the Normal tactics (has the same multipliers); however all the players only play at 70% of their skill levels.

[Part E] HOW NEW PLAYERS ARE ACQUIRED

There are a number of methods you may use to acquire new players. The following section discusses these.

[E 1.0] Pre-Season Draft

Each club gets to draft 3 new age 1 players into their team for free at the beginning of a season. The 3 drafts will be labeled Draft 1, Draft 2 and Draft 3, and each will carry certain draft points.

The draft points for the three drafts depending upon the league finish in the preceding season:

[illegible]

These draft points are then utilized to create players as follows:

- Every skill level purchased will cost 1 draft point.
- Each of the four skills (St, Tk, Ps and Sh) of the created player should be allocated at least 1 skill level.
- The maximum skill level that can be allocated to a particular skill is 5 less than the actual draft points available.
So with a draft point of 10, the maximum skill level that can be allocated to a particular skill is 5 while with draft point 14, it is 9.
- Any points left over from creating any one player are simply lost, and cannot be transferred to another player or team.

NOTE: All draftees are age 1. Draft picks are FREE, but tradable.

[E 2.0] Auction

Players can also be acquired in Auctions which are run periodically. Check out the website to find out.

The players placed on auction are generated randomly and will have variable age, skill level and will be without any name & nationality. They are renamed & given a nationality according to the manager making the winning bid. A player acquired in an auction **MUST** appear in 4 matches before he can be traded.

Each team gets a maximum of 4 bids. You can bid on up to 4 players .If, for instance, you get a player with one of your bids early on, your other bids on other players are **STILL IN EFFECT**. Sometimes this means a later bid is lowered because you don't have that much cash left, but it will still be a valid bid if you have 1K or more in the bank.

Just to recap, the rules governing auction bidding are:

1. You can place a maximum of 4 bids at an auction session; but you can only acquire a maximum of 2 players at a time.
2. Enter your LOT number, bid, and player name based on the available players
3. You must enter a **UNIQUE** player name for each player. If you bid on lot 1 and win and the player name is "Smith", then if you win on lot 2 and also name him "Smith" then you will **NOT** get the second player. Also the same player name on a team can obviously make the game go haywire.
4. One may bid more than in the bank, as when a prior bid has been successful. However if you bid more money than you have, your initial bid will be lowered so that your ending bank account will be OK.
5. You may bid **ONLY ONCE** on an available auction player. You should bid the **HIGHEST** amount you will pay for the player, however you will get him at a lower price if the other competing teams' highest bids are lower than yours (and you have the money). For example if one team bids 150 and another 250 then the second team will get the player for 151 (not 250). Another example: You bid 1000 on a player and no one else bids on the player. You'll get him for 1K.

6. If two or more teams tie in their bids for the same player, then the player goes to the team in the lowest division with the fewest league points.
7. ANY player you get in an auction MUST appear in 4 matches for your team BEFORE he can be traded.
8. Have fun...auctions are one of the best parts of this game!!
9. The order of the auction is done based on LOT. Lot 1 is processed first, a winner assigned, their bank account reduced, etc. Then it's on to lot 2.

FAQ

Question 1:

If a person bids an amount in excess of what they have is the bid reduced to their remaining bank balance or is it a void bid and cancelled.

Answer 1:

Either at the beginning or "in the middle" of the auction, a team's maximum bid cannot be greater than their current bank balance. So if a team bids 500K but they only have 450K in the bank then their max bid is reduced to 450K.

[E 3.0] Youth Points & Apprentices

With each team-sheet managers submit on time, they collect 1 Youth Point (YP). For every 6 YPs, they can create a player at any time during the season to fill their squad, develop or to sell to another club.

While creating a player using YPs:

- All the players created are age 1. Player Name and Nationality is selected by the manager.
- Every skill level will cost 1 youth point.
- Each of the four skills (St, Tk, Ps and Sh) of the created player should be allocated at least 1 skill level.
- The maximum skill level that can be allocated to a particular skill is 3

Youth Points can also be used to create players before the start of a new season. However once a season gets underway, Youth Points is reset and the clubs will have to start collecting Youth Points again.

Youth Points are tradable between the clubs like any players/CPs. However unlike other resources, YPs can be traded even during closed trade window.

[E 4.0] Transfers and Trading

Players may buy, sell, or trade anything (a player /CP/ YP). Trading can be a very rewarding experience, especially when both teams gain from the trade, as is perfectly possible and as is always true with the best of deals. If you have players to trade, your best means of advertising them is to post them in the various communication tools within the website (like Blog, Shout Box, Personal Message etc)

Or 'Transfer Market' link on web site.

[E 4.1] Trade Restrictions

A trade deadline is generally enforced that means you are not able to trade anything after a certain point in the regular season. You may, of course, strike a deal after this point, but the actual exchange of "goods" will not occur until next trade window opens. Similarly, the actual exchange of "goods" cannot take place in the 24 hours leading to a match.

[E 4.2] Trading Confirmation

The discussions regarding a possible trade are done between the managers and an agreement between the managers is sought. Once an agreement over a trade deal is reached between the concerned managers, trades are confirmed in one of the following two ways:

- Through the Trade Center page in the website. **[Recommended]**
- Via notification to the commissioner by both managers.

[E 4.3] Trading Deadline

Transfer Windows are opened only during certain periods of the season where the actual trading of resources occurs.

[E 5.0] Player Loan

Players can be loaned between clubs depending upon agreement between the concerned managers. Managers can loan players from any other club if they cannot afford to buy the players.

In any one season, a club can only have 3 loan players. Similarly, a club can only loan out 3 players in a season.

If a club does loan players, they will be responsible for their wages for the period of their loan. The minimum loan period is 4 weeks and the maximum is 18 weeks.

[PART F] JOINING THE LEAGUE

[F 1.0] Taking Over an Existing Club

Sometimes a club may have no manager and such club becomes available for adoption/take-over by a new manager joining Rusty League or any current manager as long as they give up their current team.

The manager taking over a club has the following rights before the start of a new season:

1. Right to change the name of the club
2. Right to change the name of the club stadium

If a manager does not turn in lineups for three weeks in a row or 5 times in a season, the commissioner may, at his discretion, declare the manager "gone" and the team available for adoption. A manager taking over an NMR team will receive \$25k x # NMR matches as well as 1 Youth Point x # NMR matches. This reflects team morale rising with new leadership. It also allows the manager to pay for the extra coaching that may well be necessary to keep star players fully trained - VITAL in Rusty League.

[F 2.0] EXPANSION TEAMS

Teams entering the competition for the first time are known as Expansion Teams. Expansion teams receive the following resources:

1. Players

22 players with following ages and total skill levels (SL) to be distributed among the four main skills (St, Tk, Ps and Sh):

Age 1: SL 9(4), SL 9(4), SL 10(5)

Age 2: SL 13(7), SL 13(7), SL 15(9), SL 15(9)

Age 3: SL 17(11), SL 17(11), SL 19(13), SL 19(13)

Age 4: SL 18(12), SL 18(12), SL 19(14), SL 19(14)

Age 5: SL 15(10), SL 15(10), SL 17(12), SL 17(12)

Age 6: SL 12(7), SL 12(7), SL 14(9)

Creating A Player

You distribute the total SL (shown outside the brackets) among the four main skills of the player (St, Tk, Ps and Sh) such that:

- *Each of the four skills (St, Tk, Ps and Sh) of the created player is allocated at least 1 skill level.*
- *The maximum skill level that can be allocated to a particular skill is mentioned within the bracket.*
- *You also choose the player name and nationality.*

2. A stadium of capacity 25,000

3. Bank Balance of 200k

4. 200 Coaching Points

5. 1-star (*) Youth Academy

6. Fan Base of 15,000/5,000 for Division I and 10,000/2,500 for Division II

7. Quality= 5 for all divisions

8. Size of the Club= 12 for Division I and 9 for Division II

